

## ABBREVIATED CURRICULUM VITAE

Robert P. Hoffman

### EDUCATION

<u>Institution</u>	<u>Years Attended</u>	<u>Degree</u>	<u>Major Field</u>
Claremont Graduate School/SDSU	1993-1996	PhD	Education
San Diego State University	1989-1992	MA	Education
University of Pittsburgh	1968-1971	BA	Communications

### TEACHING POSITIONS AND RANKS HELD

<u>Institution</u>	<u>Rank</u>	<u>Date</u>	<u>Major Subject</u>
San Diego State University	Associate Professor	1999-Present	Ed Tech
San Diego State University	Assistant Professor	1995-1999	Ed Tech
San Diego State University	Lecturer	1991-1994	Ed Tech
Ramona Unified Schools	Teacher	1989-1991	Technology
San Diego City Schools	Teacher	1987-1989	Science

### PUBLICATIONS

Hoffman, B., & White, A. (In Progress). Text readability: Ease, accuracy, and speed of some common computer typefaces.

Hoffman, B. (In progress). Learning from experiments: Participating in Web-based inquiry.

Reed, S.K. & Hoffman, B. (Submitted) Using the Animation Tutor to explore distance-rate-time relations in an intermediate algebra class.

Reed, S. K., & Hoffman, B. (Submitted). Use of temporal and spatial information in estimating task completion time.

Reed, S.K. & Hoffman, B. (Submitted) Adapting solutions with algebraic and spatial scaffolds.

Reed, S.K., & Hoffman, B. (Submitted). Incorporating standards 2000 in the Animation Tutor.

Hoffman, B., Adair, R., & Cascia, A. (2003). *Representations and causal models: Instructional effects of text, narration, virtual manipulation, and sound effects in a multimedia tutorial*. Leadership & Technology International Convention, 2003. Anaheim, CA: Association for Educational Communications & Technology.

Reed, S.K., & Hoffman, B. (2002). Use of temporal and spatial information in estimating task completion time. *Memory & Cognition* 30(6) 00-00.

Fisher, K. & Hoffman, R. (2002). Knowledge and semantic network theory (White Paper). San Diego, CA: Semantic Research, Inc.

Hoffman, B., & Ritchie, D. (2001). *An instructional design-based approach for developing online learning environments*. In Kahn, B. (Ed.), Web-based training. Englewood Cliffs, NJ: Educational Technology Publications.

Hoffman, B., & Ritchie, D. (1997). The problems with problem based learning. *Instructional Science* 25(2) 97-115.

Allen, B. S., & Otto, R. G., & Hoffman, B. (2003). Media as lived environments: The ecological psychology of educational technology. In D. Jonassen (Ed.), *Handbook of research for educational communications and technology*. Washington, DC: AECT.

Allen, B. S., & Otto, R. G., & Hoffman, B. (2000). Case-based learning: Contexts and communities of practice. In S. Tobias & J.D. Fletcher (Eds.), *Training & retraining: A handbook for business, industry, government, and the military*. New York: Macmillan reference USA.

Ritchie, D. & Hoffman, B. (1997). *Incorporating instructional design principles with the World Wide Web*. In Kahn, B. (Ed.), *Web-based instruction*. Englewood Cliffs, NJ: Educational Technology Publications.

Allen, B.S., Chiero, R.T., & Hoffman, R.P. (1995). Mapping more authentic multimedia learning environments. In B.G. Wilson (Ed.), *Constructivist Learning Environments: Case studies in instructional design*. Englewood Cliffs, NJ: Educational Technology Publications.

Allen, B.S., & Hoffman, R.P. (1993). Varied support for constructive activity in hypermedia-based learning environments. In T.M. Duffy, D. Jonassen, and J. Lowyck (Eds.), *Designing environments for constructive learning* (NATO Advanced Studies Institute Series, Series F: Computer and Systems Sciences, Vol. 105). Heidelberg, FRG: Springer-Verlag (ISBN 3-540-56452-7).

Allen, B.S., Chiero, R., Hoffman, R.P., & Vogel, M. (1993, January 15) Mapping authentic learning environments for hypermedia-based learning. In Cates, W. and Jones, M. (Chairs), *Knowledge structures, semantic networks, and metacognition*. [Cassette Recording]. New Orleans, LA: Annual Conference of the Association of Educational Communications and Technology.

Greer, B., Hoffman, B., & Reed, S.K. (2003). *Animation Tutor: Dimensional thinking* [Computer software]

Reed, S.K. & Hoffman, B. (2002). *Animation tutor: Population growth* [Computer software].

Hoffman, B. & Reed, S.K. (2001). *Animation tutor: Personal financial planning* [Computer software].

## GRANTS AND AWARDS

Fulbright fellowship for research and teaching at Musashi Institute of Technology. Yokohama, Japan. Fall, 2002.

Hoffman, R. (2001). *Digital Culture Resource Video*. Japan-US Friendship Commission. \$1,900.00.

Hoffman, R. (1999). *Digital Culture Resource Project*. Japan-US Friendship Commission. \$125,209.00.

Hoffman, R. (1998). *Spanish colonial mission virtual museum*. National Endowment for the Humanities. \$154,000.00.

San Diego State University. (1997). San Diego State University integrated technology strategy: Baseline hardware/software access, training, and user support initiative campus plan. California State University. \$2,000,000.00. (authors: Singer, E., Hoffman, B., Sharpe, D., & Mar, S.)

Hoffman, R. (1996). *Levels of technology use and instructional innovation*. Unpublished doctoral dissertation, San Diego State University, San Diego, and The Claremont Graduate School, Claremont.

Hoffman, R., (1991). *Use of relational descriptors by experienced users of a computer-based semantic network*. Unpublished masters thesis, San Diego State University, San Diego.

## PRESENTATIONS

Hoffman, B., Takayama, M., & Grossman, S. (2001). *Cross currents: The digital culture resource*. CULCON XX: Los Angeles, CA.

Hoffman, B., & Grossman, S. (October, 1999). *Object learning on the World Wide Web*. AACE WebNet99 World Conference: Honolulu, HI, USA.

Lightner, S., Hoffman, B. Nadig, L., Ucieda, J., Lainez, J., Hiramatsu, K. (May, 1999). *Technological challenges in developing a synchronous distance learning International Accounting course*. 22<sup>nd</sup> Annual Conference of the European Accounting Association: Bordeaux, France.

Hoffman, B., & White, A. (2003). *Text readability: Ease, accuracy, and speed of some common computer typefaces*. Leadership & Technology International Convention, 2003, Anaheim, CA: Association for Educational Communications & Technology.

Reed, S., Greer, B., & Hoffman, B. (2003). *Building interdisciplinary software teams*. NCTM Annual Meeting, San Antonio, TX: National Council of Teachers of Mathematics.

McKean, M., Allen, B, Hoffman, B. (April 2000). *Sequential data analysis: Implications for assessment of usability in virtual museums*. 2000 Annual Meeting, New Orleans: American Educational Research Association.

Hoffman, B. & Grossman, S. (March, 2000). *CULCON's Digital Culture Resource Project*. North American Coordinating Council on Japanese Library Resources, Year 2000 Conference. San Diego, CA: NCC.

Hoffman, B., & Grossman, S. (February, 2000). *Designing online learning: Rapid development, deep objects*. AECT 2000 Convention. Long Beach, CA: Association for Educational Computing and Technology.

Reed, S., Hoffman, B., & Tyner, K. (February, 2002). *Incorporating the NCTM Standards 2000 into an animation tutor for intermediate algebra*. Chula Vista, CA: Science Mathematics Articulation Resource Technology.

Hoffman, B. & Bober, M. (2001). *Web-based classroom research*. SDSU Center for Teaching and Learning. San Diego, CA: CTL Workshop.